PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in this style type, and deletions will appear in this style type.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or *this style type* reconciles conflicts between statutes enacted by the 2006 Regular Session of the General Assembly.

## HOUSE ENROLLED ACT No. 1762

AN ACT to amend the Indiana Code concerning natural and cultural resources.

Be it enacted by the General Assembly of the State of Indiana:

SECTION 1. IC 14-26-5-3 IS AMENDED TO READ AS FOLLOWS [EFFECTIVE JULY 1, 2007]: Sec. 3. (a) This section does not apply to a ditch or drain if:

- (1) water from the ditch or drain empties into a lake before activities referred to in subsection (b) begin;
- (2) water from the ditch or drain continues to empty into the lake at the same location after the activities are completed; and
- (3) the activities are conducted using best management practices for soil and erosion control.
- **(b)** A person may not:
  - (1) locate, make, dig, dredge, construct, reconstruct, repair, or reclean; or
  - (2) order or recommend the location, establishment, construction, reconstruction, repair, or recleaning of;

a ditch or drain having a bottom depth lower than the normal water level of a lake within one-half (1/2) mile of the lake without a permit from the department.

C









Speaker of the House of Representatives	
President of the Senate	_
Procident Pro Tompore	_ 0
President Pro Tempore	
Governor of the State of Indiana	- <b>p</b>
Date: Time:	- <b>v</b>

